

APPENDIX I

CURRENTLY PENDING CLAIMS

20. A method comprising:
- selecting a mode, the mode is FRONT_ONLY, BOTH_SIDES, or BACK_ONLY;
 - determining a viewing angle;
 - determining an object angle;
 - calculating a theta, theta equals the viewing angle minus the object angle plus pi;
 - assigning a function of theta to alpha, if the mode is FRONT_ONLY or BOTH_SIDES;
 - assigning a function of theta minus pi to alpha, if the mode is BACK_ONLY;
 - comparing alpha to zero;
 - assigning zero to alpha, if the mode is FRONT_ONLY and alpha is less than zero;
 - assigning zero to alpha, if the mode is BACK_ONLY, and alpha less than zero;
 - assigning minus alpha to alpha, if the mode is BOTH_SIDES, and alpha is less than zero;
- and
- assigning a transparency factor to alpha.
21. (Once Amended) A method comprising:
- identifying a vector normal to a viewing surface and incident at an object having an object surface, the vector creating an angle of incidence at the object surface; and
 - modulating the transparency of an image of the object as a function of the angle of incidence of the vector at the object surface.

22. The method of claim 21, wherein the function comprises a cosine function.
23. The method of claim 21, wherein the function comprises a linear function.
24. The method of claim 21, wherein the function comprises a non-linear function.
25. A method for generating a transparency factor for an image of an object, the method comprising:
 - selecting a viewing surface;
 - selecting a vector normal to the viewing surface;
 - determining an angle of incidence at the object surface created by the vector normal to the viewing surface; and
 - calculating the transparency factor from the angle of incidence.
26. The method of claim 25, wherein calculating the transparency factor from the angle of incidence comprises:
 - calculating a cosine of the angle of incidence.
27. The method of claim 25, wherein calculating the transparency factor from the angle of incidence comprises:
 - calculating a linear function of the angle of incidence.

28. The method of claim 25, wherein calculating the transparency factor from the angle of incidence comprises:

calculating a non-linear function of the angle of incidence.

29. A computer comprising:

a processor;

a computer-readable medium; and

a computer program capable of being executed from the computer-readable medium by the processor to modulate the transparency of an image of an object as a function of an angle of incidence of a vector at a surface of the object, the vector being normal to a viewing surface.

30. The computer of claim 29, wherein the computer-readable medium comprises a storage device.

31. The computer of claim 30, wherein the storage device comprises a memory.

32. The computer of claim 31, wherein the function comprises a cosine function.

33. The computer of claim 31, wherein the function comprises a linear function.

34. The computer of claim 31, wherein the function comprises a non-linear function.

35. A computer readable medium having computer-executable instructions stored thereon for performing a method of modulating the transparency of an image, the method comprising:

modulating the transparency of an image of an object as a function of the angle of incidence of a vector at the surface of the object, the vector being normal to a viewing surface.

36. The computer readable medium of claim 35, where the method further comprises:
modulating the transparency linearly.

37. The computer readable medium of claim 35, wherein the method further comprises:
modulating the transparency non-linearly.